

+1 Longsword vs Undead

Arlin's Reach: +1 vs Undead Longsword

- This longsword is a finely balanced narrow blade made of mitral. The blade is smooth and polished with a longitudinal fuller groove running the full length of the blade. The handle is covered with tanned cow hide. The pommel is capped with an engraved brass knob shaped like the Ephesus of an arm bone.
- The wielder of the weapon is the person to who the sword is attuned. Wielder status may be consciously transferred when the sword is handed to another person by the wielder presenting the handle to the new wielder. If the wielder dies, then the next person to pick up the weapon by the handle becomes the newly attuned wielder. The only magical property available/useable by a person who is not the attuned wielder is the magic weapon status (considered magical for purposes of overcoming damage reduction).
- This magical longsword provides a +1 to hit and damage when used by the wielder against an undead opponent. For all attacks it is considered to be a magic weapon for the purpose of overcoming damage reduction.
- This magical longsword provides light equivalent to a light spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). This weapon's light must be activated by expenditure of a Standard action by the wielder. It can be turned off by the expenditure of a Standard action by the wielder, and is automatically deactivated if the sword is sheathed or dropped by the wielder.
- This magical weapon has a property of returning to the wielder's hand. If the wielder drops or intentionally throws the weapon, it may be retrieved (with a 'teleporting pop') as a free action, provided the wielder has a a Move action that they can expend (i.e. didn't already use all remaining Move actions in the round, or expends a Move action before their turn in a round).
- Size (Med) / Dam: 1d8(m) +1 vs undead / Crit: 19–20/x2 / Rng: – / Wt: 4# / Type: S / Parry – / M.Str/Dex: 7/5 / Fumble: 18

Item Level: 12; Body Slot: –(held); Caster Level: 12; Aura: Moderate (DC20) Divination; Activation: –

Weight(lb.): 4#

Value(gp): 5,000